

GAME BOY ADVANCE™

AGB-BIVP-UKV



Animal Snap



World Tennis Stars



Super Dropzone

# Ignition Collection Volume 1 3 Games in 1

INSTRUCTION BOOKLET



IGNITION  
entertainment

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- EMC Directive (89/336/EEC)



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# SUPER DROPZONE

INTERGALACTIC RESCUE MISSION

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# Super Dropzone Mission Briefing

Ten years ago, after the devastating robot wars of 2084 caused mankind to seek out new sources of minerals and fuel on other planets in the solar system, the first source located was on Jupiter's moon IO. Active volcanoes were found expelling vast quantities of enriched ore from deep within the moon's core. A handful of brave people were dispatched to IO to mine the moon and send the valuable minerals back to earth. Shortly after their arrival, a previously unknown alien intelligence on Jupiter decided to destroy the human invaders plundering their moon and so dispatched their most hostile fighting machines to wipe them out. Having installed a planet stabiliser to prevent the volcanoes from erupting, the men roamed around the hostile volcanic surface searching for its valuable mineral deposits.

Now, in 2095, they have managed to establish a base on 3 more of Jupiter's moons, known as Callisto, Ganymede and the ice moon Europa. They are slowly winning the battle in the hope that they will one day defeat the aliens' command centre on Jupiter and return to Earth as heroic space warriors with their valuable cargo.

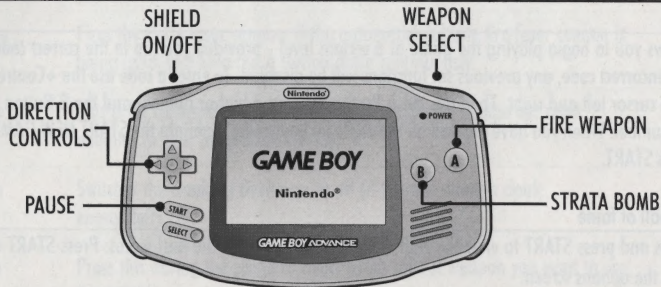
**YOUR MISSION** starts on IO. You must destroy all the aliens you encounter, while protecting the ten people assigned to each moon. Rescue the people by taking them to the Dropzone landing pad alongside the single survival colony. Survive past all 4 moons and you will have earned your reward of being trans-warped back home to earth, 500 million miles away, to a hero's welcome.

# Getting Started

1. Make sure the POWER switch is OFF.
2. Insert the Super Dropzone Game Pak into the Game Boy Advance™ slot as described in your Nintendo Game Boy Advance™ instruction manual.
3. Turn the POWER switch ON. An intro sequence will begin automatically.

**WARNING:** Never try to insert or remove a Game Pak when the power is ON!

## Control System





# Options and Passwords

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Once the intro sequence has finished you will be given the choice of two options:

- Press START to begin the game at Wave One.
- Press SELECT to go into the Options Menu.

On the Options Menu use the +Control Pad to move up and down through the available choices.

## Start new game

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If you highlight this option, pressing START will begin the game.

## Passcode

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This allows you to begin playing the game at a certain level - provided you tap in the correct code. If you enter an incorrect code, any previous set functions will be disabled. To enter a code use the +Control Pad to move the cursor left and right. Then use the A Button to select a higher number and the B Button to select a lower number. When you have entered all the digits for your code, highlight the START NEW GAME option and press START.

## Display hall of fame

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Select this and press START to view the Hall of Fame, which records the best scores. Press START again to return to the options screen.

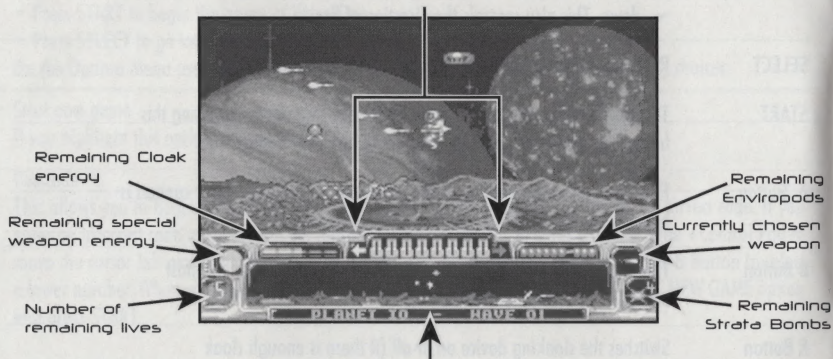
# Controlling the Game

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+ Control pad	Use the +CONTROL PAD to move yourself ◀ left, ▶ right, ▲ up and ▼ down. This also controls the direction of fire.
SELECT	Press this to access the options screen between games
START	This begins the game, or if a game is already in progress, pressing this freezes the game. To continue the game press start again.
A Button	Fires the Pulse laser cannon. If the automatic multiple fire laser cannon is being used, just hold the A Button down continuously.
B Button	This is for releasing a planet shaking Strata Bomb to wipe out most enemies in your immediate vicinity.
R Button	Switches the cloaking device on or off (if there is enough cloak energy left).
L Button	Press this during the game to select which special weapon you want to use, if available.

# The Game Display

Direction of nearest enemy



Scanner:

Shows a constantly updated picture of what is happening elsewhere on the moonscape. You are always shown in the middle of the scanner.



# Levels

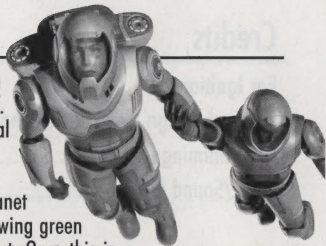
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Spread over the 4 main moons of Jupiter, starting with IO, then Callisto, Ganymede, and Europa, with a final level on Jupiter itself. You start with 5 lives, 5 strata bombs, full cloak energy, the normal pulse laser canon, and no special weapons.

At the end of the 10th level on each moon you will have a planet guardian to fight. These are destroyed by multiple shots to the glowing green nerve centre that will be momentarily exposed as they move about. Once this is destroyed you will go through a warp stage that will take you across space to the next moon.

At the start of each wave all the remaining humans in the Dropzone moonbase will be seized by a tractor beam and beamed up into a Leader enemy hovering high over the moon's surface. This will then lower into view and before the game can proceed you must destroy this Leader to release all the men in their Enviropods out onto the surface of the moon. Then the main attack sequence of the marauding aliens begins in earnest.

During the wave Planters will lower an Android spider egg onto the moon's surface, which a few seconds later hatches into an Android spider that chases people roaming the moon's surface. When a planter starts this sequence you will hear a whistle for help from the man being targeted. You must then use the attack direction arrow in the information panel to go and rescue the helpless man before he is destroyed.



# Credits

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For Ignition:

Original Design, Code and Sound .....Archer Maclean

Programming.....Jim Bagley, Adrian Scotney

Music/Sound Effects .....Steve Cowell

Packaging, Manuals and Layout.....Kelly-ann Styles

Front Cover Design.....Echo4

Development Manager .....Jim Philpot

Executive Producer .....Vijay Chadha

Special Thanks to: .....Su Bagley, Sergej Kravcenko, Peter Rollinson, Sarah Per,  
Danny Bailey, Joy Sreeraman, Ajay Chadha, Phu Tien.

# Notes

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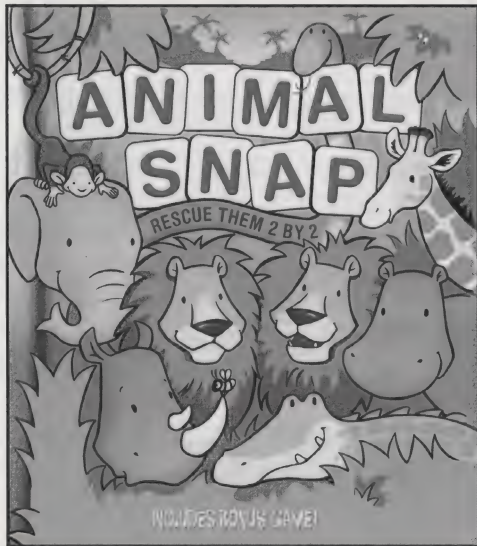
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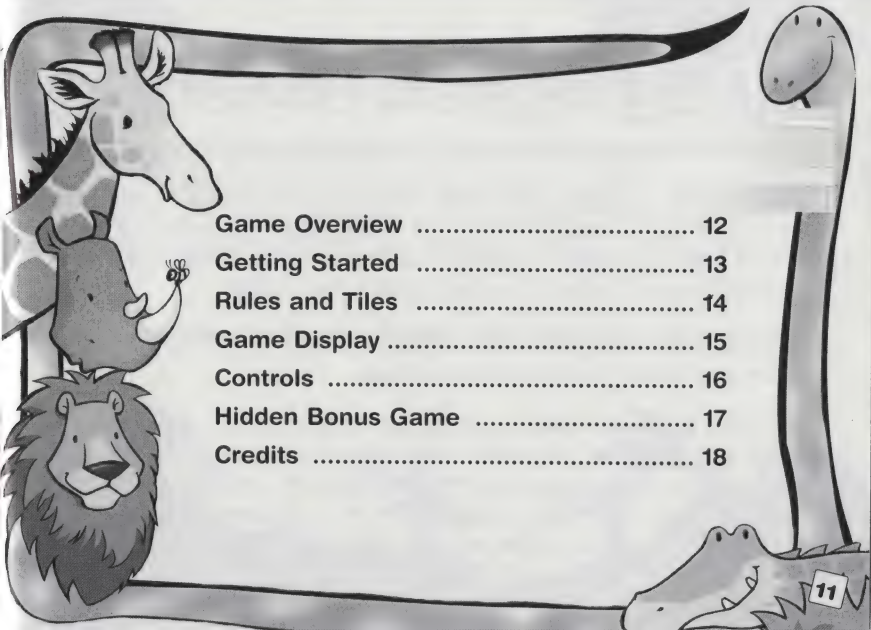
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# GAME OVERVIEW

The animals have got themselves lost and now they need to be rescued!

Animal Snap is a puzzle game made up of 10 levels, with a hidden bonus game. Each level is made up of a layout of patterned tiles. You must remove all of the tiles to complete a level by matching up pairs of identical tiles, but it's not as easy as it looks. It can be played in two modes:

In "Arcade Mode," you get to choose from 4 different game area layouts. You can use this mode to practice or just for fun.

The "Time Challenge" takes place across all 10 levels. Each of the levels has its own unique layout, but within it the tiles are placed differently every time you play. It is possible to complete every level but you must think ahead if you are to succeed. If that isn't challenging enough, there's a time limit on each stage too!

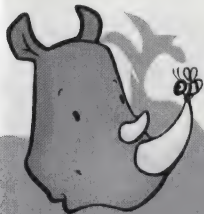
# GETTING

# STARTED

1. Make sure the POWER switch is in the OFF position.
2. Insert the Animal Snap Game Pak into the Game Boy Advance™ slot as described in your Nintendo Game Boy Advance™ instruction manual.
3. Turn the POWER switch ON. An intro sequence will begin automatically.

**WARNING:**

**Never try to insert or remove a Game Pak when the power is ON.**





# RULES AND TILES

**The goal is to remove all of the tiles. The rules are simple...**

- Tiles can only be removed by selecting two identical tiles.
- A tile cannot be selected if it has tiles of the same height touching both the left and right sides.

**There are several “special tiles”:**

 Removing this halts the timer for 10-seconds.

 The glass tiles are transparent.

**BONUS** Remove these in order to play the hidden game.



# GAME DISPLAY

The main game area shows the tiles that need to be removed. The upper-left corner of the screen shows the number of tiles remaining and the upper-right shows the timer.

The selected tiles are shown on the right. Once a pair is selected they will be removed from the game area.



Bonus tiles are stored down the left hand side. If all five are removed in order you get to play the hidden game.



# CONTROLS

In general, use the +Control Pad to highlight the menu option you wish to select. Press the A Button to select it. Press the B Button to return to the previous menu.



In the main game, use the +Control Pad to highlight the tile you wish to select. Press the A Button to select it. If you select the wrong tile, just select another non-matching tile and your previous tile will be automatically de-selected.

In the hidden bonus game, use the +Control Pad to guide your craft left and right. Press the A Button to fire your weapon. In both games, press START to pause the game.



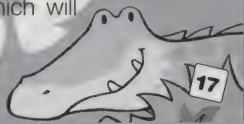
# HIDDEN BONUS GAME

If you remove the bonus tiles in the correct order you get to play the bonus game.

Your goal is to score as many points as possible. Shoot away all the blocks to complete each level. Avoid the ball and collect the power-ups, but beware as not all the power-ups help you.



If you complete the Animal Snap "Timed Challenge" and get all your animal friends home you will be given a secret password which will enable you to play the bonus game at any time.



# CREDITS

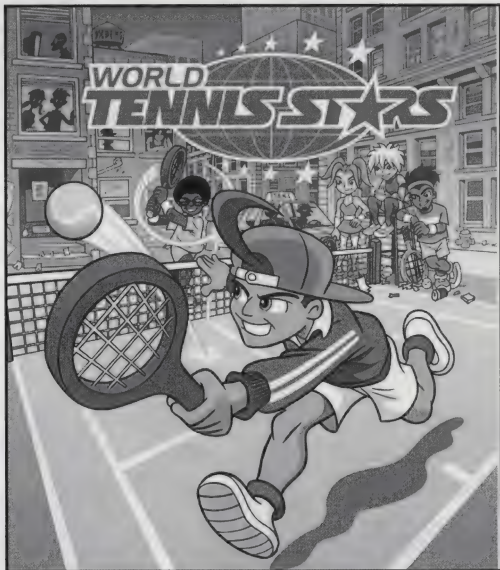
Game Design and Programming .....Jim Bagley  
Music/Sound Effects .....Steve Cowell

Packaging, Manuals and Layout .....Kelly-ann Styles  
Front Cover Design .....Echo4

Development Manager .....Jim Philpot  
Executive Producer .....Vijay Chadha

Special Thanks to: .....Su and Charlottte Bagley, Sergej Kravcenko, Peter Rollinson,  
Simon Insull, Danny Bailey, Joy Sreeraman, Ajay Chadha, Phu Tien, Richard Cooke,  
Ismail Essack, Gunner and Brandi Styles and Bobby Philpot.

# NOTES



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## Game Overview

World Tennis Stars is a tennis game featuring different players competing on 6 very individual tennis courts from around the world: Grass, Beach, Stone Courtyard, Disco, Mayan Temple and a New York street.

The players have a range of shots available: Forehand, backhand, smash, lob and dive. These are used in two modes of play: "Arcade Mode" and "Competition Mode".

"Arcade Mode" is for one-off matches against a user-selected computer opponent.

"Competition Mode" takes the player through each court in turn, competing against the other characters to win a place in the final. Win that to become the number one "World Tennis Star".

## Getting Started

1. Make sure the POWER switch is in the OFF position.
2. Insert the World tennis Stars Game Pak into the Game Boy Advance™ slot as described in your Nintendo Game Boy Advance™ instruction manual.
3. Turn the POWER switch ON. An intro sequence will begin automatically.

## Multi-Pak Link

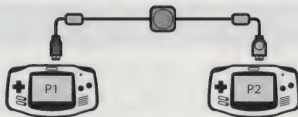
Here's all the information you need to link multiple Game Boy Advance™ systems using multiple World Tennis Stars Game Paks.

### NECESSARY EQUIPMENT

- Game Boy Advance™ systems: One system per player
- World Tennis Stars Advance Game Paks: One Game Pak per player
- Game Boy Advance™ Game Link™ cable: Two players, one Game Boy Advance™ Game Link™ cable

### LINKING INSTRUCTIONS

1. Make sure that the POWER switches on all of the game systems are turned OFF, then insert the World Tennis Stars Game Paks into the individual Game Pak slots.



2. Insert the Game Boy Advance™ Game Link™ cable into the External Extension Connectors (EXT), on each of the game systems.
3. Turn each system's POWER switch ON.
4. Now follow the controller instructions.

\* When playing with only two or three players, do not connect any game systems that will not be used.

Consult the diagram above when connecting Game Boy Advance™ Game Link™ cables to Game Boy Advance™ systems.

## Game Display

The screen shows the court and players in action. As the screen scrolls around your player may go out of view. If so, a pointer will appear to show where your player is.

Across the bottom of the screen are the number of sets, games and points for the match in progress.



## Controls



## Rules and Scoring

A match can consist of 1, 3 or 5 "sets". A "set" is made up of a maximum of 11 games. A "set" is won by the first person to win 6 "games". The first person to win 3 "sets" wins the match.

During a "game" your score increases for each point won as follows: "LOVE", "15", "30" and "40" and "Game". The first to "Game" point wins the game. If both players reach "40", a "DEUCE" is declared. One player must win the "Advantage" and hence "Game", by winning 2 consecutive points.

A game starts with the player "serving" the ball. The ball must be served into the box between the net and the other player, otherwise a "Fault" is incurred. If the ball hits the net and lands on your side of the net, a "Net" is given. This serve is ignored. If you incur 2 "faults" in a serve you lose a point.

At the start of each point the same player serves the ball for the duration of that "game". With each new game the players take turns having the "serve" for that game.

Players then hit the ball back and forth to each other. The ball can only bounce once before being returned otherwise you lose a point. If you do not return the ball at all you will also lose a point.

## Character Profile



### Jim

Age: 23

Height: 6'0"

Power: Good

Speed: Poor

He is slow on the court but has a formidable smash. Be ready for his serve!

### Karl

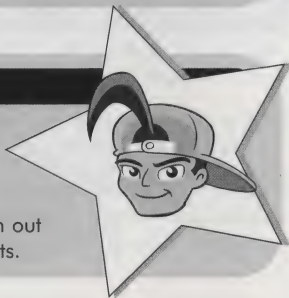
Age: 25

Height: 5'8"

Power: Poor

Speed: Average

He lacks power and is not the fastest player but is deadly accurate. Watch out for surprise shots.





## Characters and Statistics

Su

Age: 20  
Height: 5'3":  
Power: Poor  
Speed: Good

She is fast and accurate but lacks power. A very technical player.

Danny

Age: 28  
Height: 5'5"  
Power: Average  
Speed: Good

He has an average power level, but is very fast. Possibly the best player on the circuit.



## Characters and Statistics



Vikki

Age: 19

Height: 5'6"

Power: Good

Speed: Poor

She is slow, but accurate and has a good power level. Watch out for her service return!

Naomi

Age: 21

Height: 5'8"

Power: Average

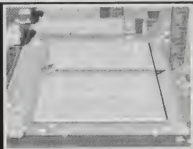
Speed: Average

She is the most consistent player in the field. Average speed and accurate. Long rallies are Naomi's favorite.



# Courts

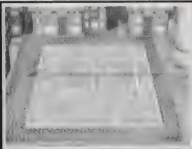
USA



Concrete surface.

This court is located in a city, urban area.

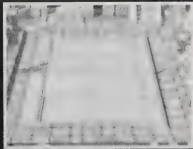
ENGLAND



Stone surface.

Marked out in a tudor-style courtyard.

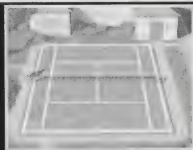
PERU



Sandstone surface.

Play amongst ancient ruins.

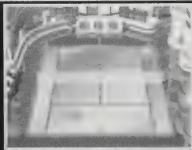
BELGIUM



Grass surface.

Set in the grounds of a country house.

JAPAN



Polished floor surface.

Set in a discotheque, with a laser-beam net.

HAWAII



Sandy surface.

The court is on the beach.

# Credits and Thanks

## For Ignition:

Programming .....	Jim Bagley, Adrian Scotney
Music/Sound Effects .....	Steve Cowell
CGI and Graphics .....	Digi-Guys
Packaging, Manuals and Layout .....	Kelly-ann Styles
Front Cover Design .....	Echo4
Development Manager .....	Jim Philpot
Executive Producer .....	Vijay Chadha
Special Thanks to: .....	Su Bagley, Sergej Kravcenko, Peter Rollinson, Danny Bailey, Ismail Essack, Richard Cooke, Joy Sreeraman, Ajay Chadha, Simon Insull and Phu Tien.

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Art Department Manager .....	Gary "GB" Brotherton
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Animation and Bitmaps .....	Femi Adegboye
Front End, Logos and General Design .....	Andy Whitehurst, Will Brand, Femi Adegboye

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**Note:** There are some local variations!

**Note:** Il peut y avoir quelques variations en fonction du pays!

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**LA FAMILIARITÉ**  
**DE LANGAGE**



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**LA DISCRIMINATION**



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**LES DROGUES**



**FEAR**  
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**SEXUAL CONTENT**  
**LE CONTENU SEXUEL**



**VIOLENCE**  
**LA VIOLENCE**

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Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

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